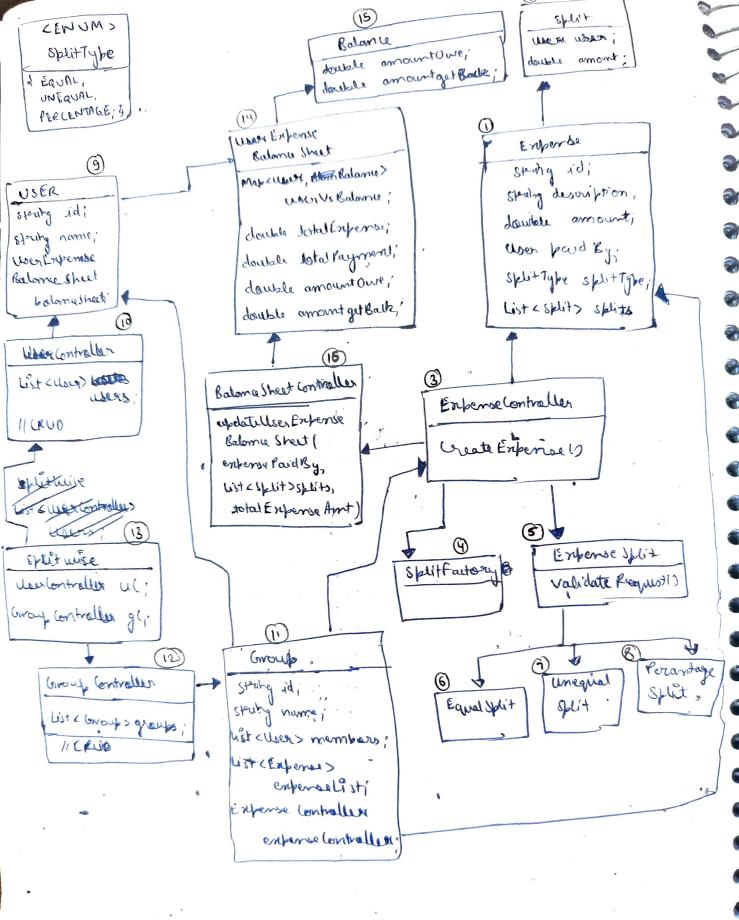
Add Enternal
Ly split between trier as
STEP I Requirement (nothering) (by defining the happy flow of photoleum, we gether graquirements) SPLITVISK App SPLITVISK Group II Group II Group II Group II Group III Group II Group III Group III Group III Group III Group III Group III Group II Group II
Tough 1
After defining the hattery flow, we gather evaqueivements
Requirements
(3) Add friends capablity (2) Add priends capablity (2) Add priends capablity
1 Add friend inside a group
(3) Add friend sinside a group & without a group
3 split Expenses capablity
Ask Equal Split anequal split y. unise Split
6 Balomee Shoet of Each user

Splituise Design

STEP I Object Identification O spliturise (Enpense 6 Split ?? 2) User " 3 Chroup. 6 Balance Sheet STEP III UML Diagram (Bottom Up Approach) Split -> will have then I Money. For each enpense we will have start List < Split > which will contain details of the transaction. We will add a controller to mange Expense CENDM > later 4 downter appoint dues Salora Sheet Split Type double get Back Equal, Meth use Botonce asy Sealone SPLIT UNEQUAL testal Enterior User uses; ..., PERCENTAGE total Bayment to a lowe AMO Double amount; total get Bullet Rotor e Sheetandles string use It Enpense string Norme: string id; User Balance Shet string develotion; balance sheet; touble amount; User Controller used paidby; Vict CUCES USERS Elett 1900 11 CRUD Expense Controller Split Type type is they to the GROUP Liste Split > splits; strug; d; (reste Engerse () spliture Striking namo, uist cused > grittenalers melentroles but controlles Westerpens > extrensely Entrerse Controller splitfactory Erpense Spel 9+ Ger controller - INTERFACE > validate Rogranti) ist caroups group Peruntage Sphit Unequal Spelit taval Sklit



Added the order in which we have also created the classes.